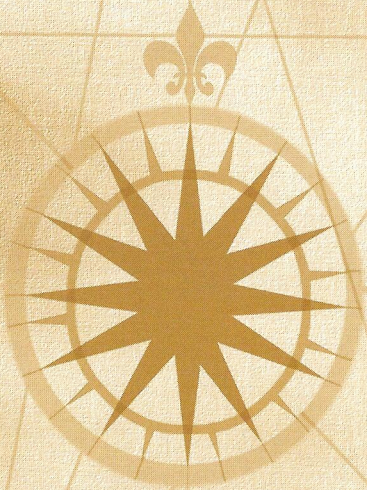
AGE of SAIL II



AGE of SAIL II™

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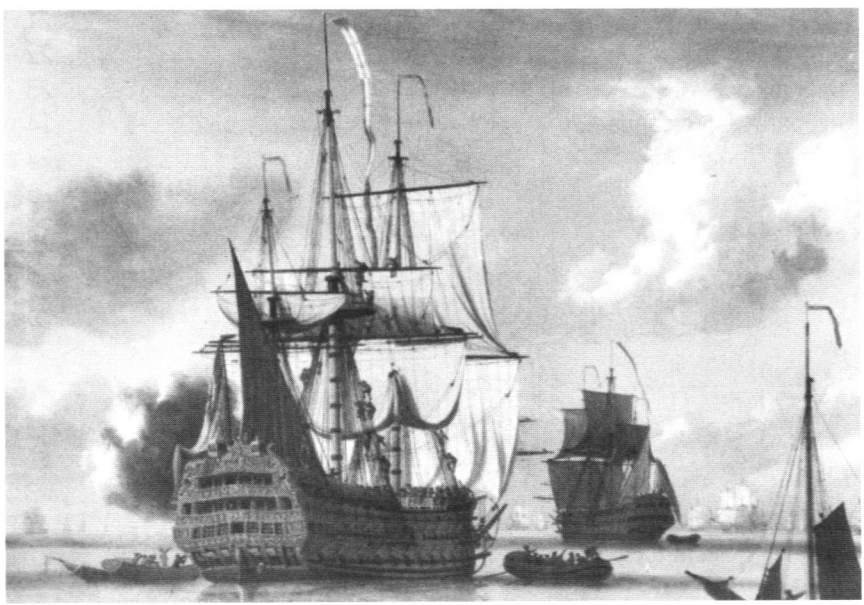
INTRODUCTION

Five years ago, Talonsoft brought you the ground breaking Age of Sail. First Generation 3D cards were just hitting the market and Windows 95 was starting to gain in popularity. While the original Age of Sail was a fine simulation for its time, the technology of the 21st century has allowed us to create a game that captures much more of the original vision.

Welcome to AGE OF SAIL II, TalonSoft's 3D strategy game of naval combat in the late 18th and early 19th Centuries. In AGE OF SAIL II you can choose from over a hundred historical and hypothetical scenarios, ranging from single ship-versus-ship encounters, to squadron actions, to commanding a whole fleet in great engagements like The Battle of Trafalgar. In addition there are fat merchantmen to bully and mighty fortresses to topple.

In addition to the historical scenarios, AGE OF SAIL II also contains a number of challenging campaign games. These let you play a series of scenarios that comprise a naval career. As time passes, you accumulate victories, advance in rank and command more powerful ships, squadrons and fleets.

AGE OF SAIL II is a real-time game with variable game speed. This means that the ships move continuously, as in real life, but can quicken the pace of play in an instant. The quality and cut of your men, the orders you issue, how quickly your ships execute them will directly affect your ability to outmaneuver and subdue your opponent. You must deal with all the elements crucial to the real battles: variable wind direction and force; setting the sails; fouling; grappling; hull and sail damage; crew quality and casualties; different ammunition types, and more. All that's missing is the salt spray!



THE MAIN MENU

Start Battle - For a single player, this option allows you to select any of the over 100 historical scenarios included with Age of Sail II.

Resume Battle - This option allows you to resume a previously scenario.

Play Campaign - For a single player, this option allows you to begin one of the 6 Linked Campaign Games included with Age of Sail II.

Resume Saved Campaign - This option allows you to resume a previously save campaign.

Multiplayer - This option allows you to play Age of Sail II with other human opponents.

Options - From the Options module, you can configure the Game, Video and Audio settings and establish new keyboard configurations.

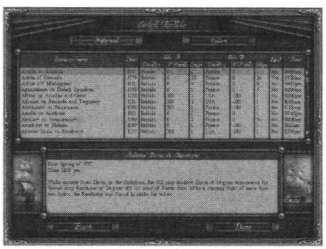
Credits - Select this option to view the credits.

View Intro - Select this option to replay the intro movie.

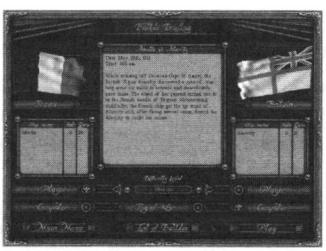
Back to Campaign - Select this option to return to a campaign in progress.

Quit

START BATTLE



After launching the game, left-click on the Start Battle button on the Main Menu Screen. A list of historical scenarios will appear (historical by default). The list may be sorted by the name of the scenario, the year in which battles occurred, the countries on either side of the battle, the number of victory points in the scenario for either side, the presence of land in the battle and the time of day in which the scenario occurred. At the bottom of the screen is a preview of the briefing for the selected scenario. To choose a scenario to play, left-click on the scenario and hit the Done button or double left-click on the scenario name.



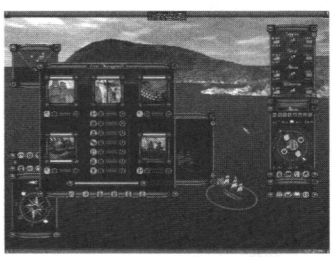
You will then be taken to the Battle Briefing screen. Here you will be able to read the entire briefing for the battle, including the historical outcome. On either side of the briefing are the nationalities opposing each other and their respective force compositions for this scenario. Below each nationality are buttons used to select human or computer control of either side. In between the Player Control selection buttons is the Difficulty Setting for the scenario.

There are three levels of difficulty for each scenario: Novice, Medium and Hard. Difficulty settings apply only to the performance of a computer player. Below the Difficulty Settings is the option to enable Fog of War for the scenario.

Please note: The number of guns listed in the force composition tables for each ship is equivalent to the number of guns that particular hull was rated to have. Individual ships may actually have more or less guns in the historical battle.

Once you have reviewed the briefing and force compositions and made selections for computer players and difficulty settings, left-click on the Play button to launch the scenario. If you wish to select a different scenario, left-click on the List of Battles button. You may also return directly to the Main Menu from this screen.

THE CONTROLS AND INFORMATION



After the scenario loads, the Main Battle Screen will be displayed. The entire screen represents the visible area of the battle. A lot of information is displayed on this screen in windows, so we will cover it in sections starting at the top right and going clockwise around the screen. At the top right of the screen is the Ship List. Below that is the Helm and Fire Control Window. At the bottom right is the Sails and Fleet Formations Window. At the bottom left of the screen is the Compass Window. At the middle left is the Game Options Menu. Finally, at top left is the Mini-Map Window.

SHIP LIST

The Ship List displays information boxes for all the ships in the scenario that are visible to your ships. With Fog of War turned off, the window displays information boxes for all ships in the scenario, as well as the following information:

Ship Name: The Ship Name is displayed above the image of the ship.

Hull Integrity: The ship's Hull Integrity is represented as a percentage at the top left of the ship's information box. Hull Integrity is a measure of the amount of damage the ship's hull can take. At 100%, the ship's hull is in perfect condition. When the Hull Integrity of a ship reaches 0%, the ship may sink.

Nationality: The flag of the nation owning the ship appears under the Hull Strength indicator. When a ship surrenders, the nation's flag is replaced by the white flag of

surrender.

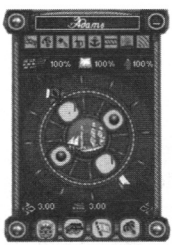
Sail Integrity: The ship's Sail Integrity is represented as a percentage under the flag. Sail Integrity is a measure of the amount of damage the ship's sails can take. At 100%, the ship's sails are in perfect condition. When the Sail Integrity of a ship reaches 0%, the ship cannot move.

Crew Indicator: At the top right of the ship's information box is the Crew Indicator. The Crew Indicator displays the quality of the crew and the number of crew members that are alive and able to man the ship. Crew quality is represented by letters; an A quality crew is considered the best possible and a G quality crew is considered the worst.

Side Flag: This flag indicates what side controls the ship. For easier identification no two countries have the same color side flag.

Guns Indicator: The Guns Indicator at the bottom right of the ship's Information Box displays the number of guns on either side of the ship that are in working order. The value on the left represents the port or larboard site, while the value on the right represents the starboard side.

Highlighted Ship: This is the currently selected ship. Double left-clicking on a ship in this window will center the battle screen on that ship.



HELM AND FIRE CONTROL WINDOW

The title bar of this window displays the currently selected ship. The predominant feature of the Helm and Fire Control Window is the Helm itself, represented as a wheel. The current heading of the ship is represented by a gold arrow. The red arrow represents a new heading for the ship that it is trying to turn towards. Steering the ship is accomplished by left-clicking on the red arrow and dragging it around the circumference of the wheel to the desired heading. The blue arrow bisecting the wheel is the wind direction relative to your heading.

In the center of the Helm is a picture of the ship which is used to call up the Crew Tasks Menu (more later). Around the ship are four positions for gun placement. All ships have guns on their port (left) and starboard (right) sides. Some ships have chaser guns installed on the bow (front) and stern (aft). An icon containing a shot type graphic will appear in any of these four locations if guns have been placed on that ship for that location. Clicking on the icon allows the player to select different types of ammunition for the gun (more on ammunition types later).

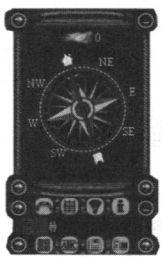
Above the wheel are three damage indicators for the hull, sails and crew, respectively from the left. Above these damage indicators is the Ship's Status area. Various icons will appear in the ship's status area alerting you to actions the ship is performing including Unfouling, Grappling, Repairing, Boarding, Anchoring, Anchoring on Springs, Fire Fighting, and Sounding for Depth. These ship actions will be covered later in greater detail.

Below the Helm are three information areas concerned with turning the ship. From left

to right, they are Speed after Turning, Current Ship Speed, and Time to Complete a Turn. Below this are four icons representing the following: Target Selection (hull or rigging), for GunsToggle Auto-Fire Mode, Surrender and Toggle Grapple Mode.

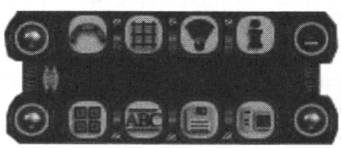
SAILS AND FORMATIONS WINDOW

This window has four buttons and a slider. The first three buttons starting from the left represent the three different sail conditions: Furled, Battle and Full Sails. The button on the right accesses the Formations Window. The slider in the middle is used to set the sails to move the ship at various speeds. The farther it is to the right, the faster the ship will go under Battle or Full Sails.



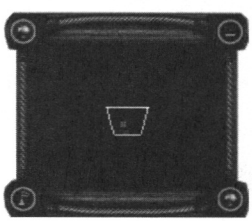
COMPASS WINDOW

The compass rotates as you rotate the camera. The direction indicated at 12 o'clock on the compass always represents the direction that you currently have the camera facing. The wind direction is represented on the Compass as a blue arrow.



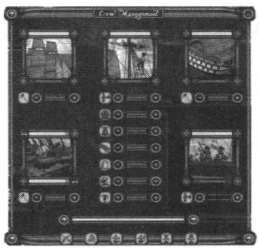
GAME OPTIONS WINDOW

The game options menu allows you to toggle the display of some information: damage arcs for ships, range grid, gun ranges for ships, ship status indicators and ship names. You may also use the Game Options Menu to access the Battle Status Screen, change the speed of the game (slider), and access additional game options.



MINI-MAP

The Mini-Map is an overview of the battle area which functions like a radar. Visible ships on both sides are represented by colored dots on the Mini-Map. The Mini-Map always represents the current direction that the camera is facing. At the bottom left of Mini-Map is a button that activates Waypoint Mode (more on Waypoints below). You can use the Mini-Map as a Jump Map. By left-clicking on the Mini-Map, you can re-center the Battle Screen on areas not currently in view.



CREW MANAGEMENT SCREEN

The Crew Management Screen is accessed by clicking on the picture of the ship in the center of the Helm. It is used to assign crew to various tasks aboard the ship.

Around the Crew Management Screen are five pictures representing the conditions of five of the ships resources (clockwise from bottom left): Guns, Sails, Crew, Hull and Marines. Above each picture is a damage status bar. When the bar is solid green, there has been no damage. As the bar shrinks to the left, the resource is taking damage. The bar will turn to yellow when the resource has taken a fair amount of damage and red when the resource has been damaged considerably.

Note: Guns have two damage bars. These represent guns mounted on the port and starboard sides of the ship.

Underneath the pictures of the Guns, Sails and Hull are areas that can be used to assign crew to repair these resources. Hitting ⊕ increases the amount of crew repairing the resource while hitting ⊖ decreases the amount of crew repairing.

In the center of the crew management screen are areas that can be used to assign or deassign crew to various tasks.

Allows you to take members out of the crew and prepare them to board and take over an enemy vessel, ie: a prize crew.

Allows you to assign members of the crew to repair/maintain the ship's rudder. Damage to the rudder will make the ship more difficult to maneuver.

Allows you to order crew to create a temporary mast for a ship that has had a mast destroyed.

Allows you to assign crew to unfoul a ship.

Allows you to assign crew to fight fires on the ship.

Allows you to assign crew to refloat a ship that has run aground in shallows.

Allows you to assign crew to melee combat with muskets.

Across the bottom of the Crew Management Screen are six buttons representing the following functions: Boarding, Sounding for Depth, Dropping Anchor, Anchoring the Ship on Springs, Raising Anchor and Cutting the Anchor. Left-clicking on these buttons will activate the task.

Boarding

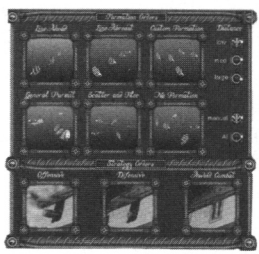
Sounding for Depth

Drop Anchor

Anchor on Springs

Raise Anchor

Cut Anchor



FORMATIONS WINDOW

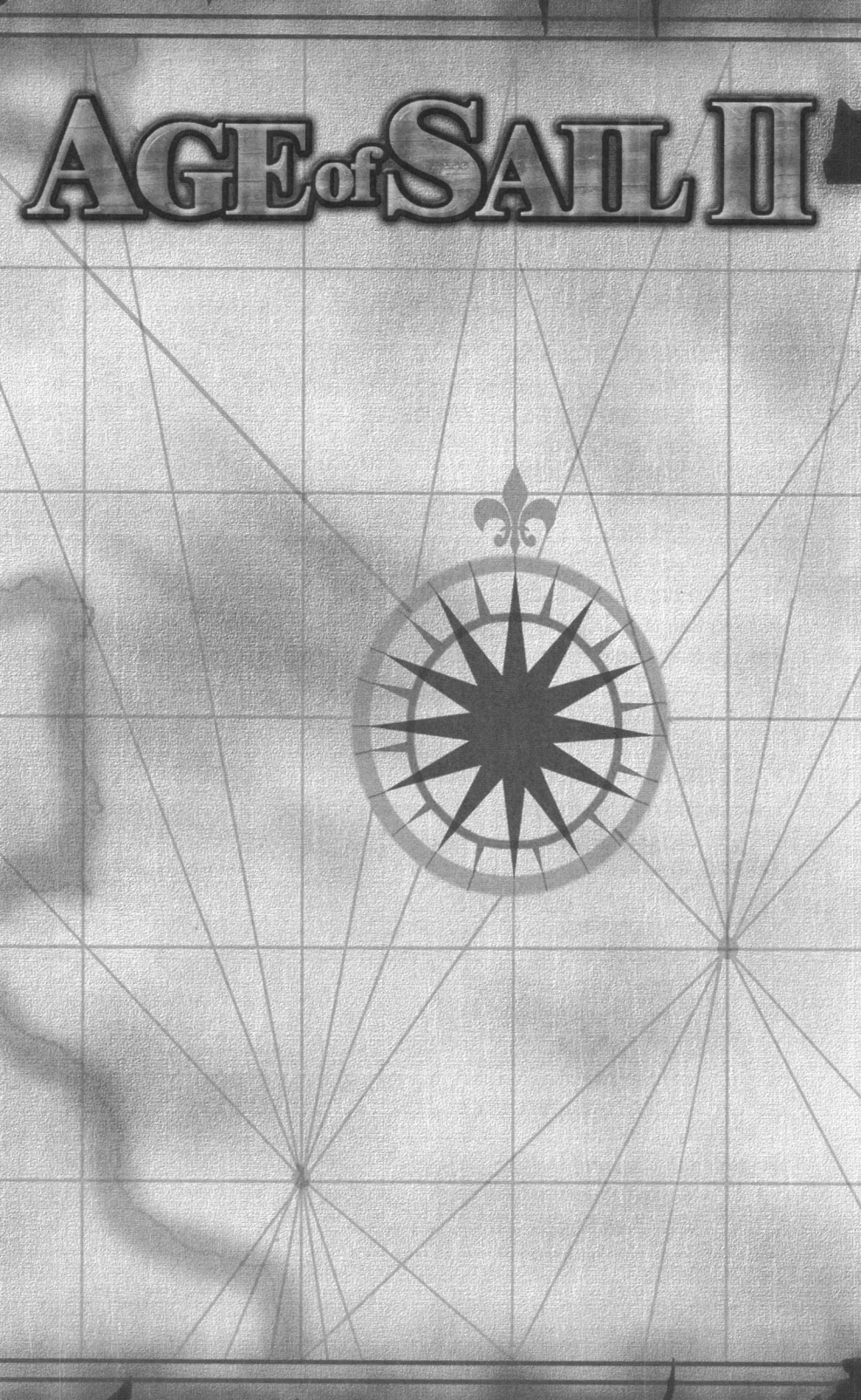
The Formations Window is accessed by clicking the Formations button in the Sails and Formations Window. It allows you to set formations for selected groups of ships, select formation modes, establish distances between ships and set general engagement orders.

The top six images represent formations that ships can be arranged in and general fleet structures for specific situations. At the top right of the window are three distance indicators used to establish the spacing between ships in a formation. Below this are the two modes for formation; manual and AI. Finally, at the bottom are the three postures that can be set for the selected ships: Offensive, Defensive and Avoid Combat. Setting ships to Offensive means they will actively acquire and engage targets while under AI control. In Defensive posture, ships will not actively seek combat, but will defend themselves when attacked. Finally, when ordered to Avoid Combat, ships will flee to areas of safety when fired upon.

HOW TO SELECT A SHIP

No ship can be given orders unless it is selected. From the battle screen, left-click on a ship to select it. When a unit is selected, a colored circle appears around it on the battle screen. The circle is the color of the nationality owning the ship. The colored circle is called the ship's activation ring. While a ship's activation ring is on screen, it displays one pointer in the same color as its activation ring showing its current facing. The activation ring also has a red pointer like the helm that can be dragged to change its direction. Finally, a ship's activation ring has a blue pointer indicating the wind's direction relative to the ship.

The alternate method of selecting a ship is to click on its information box in the Ship List. This can be especially useful for selecting a ship that is not currently on the bat-


AGE of SAIL II

AGE of SAIL II ™

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tle Screen. It's also useful if you know the name of the ship you wish to select but the ship is presently off-screen and you need to locate it quickly. When you select a ship from the Ship List, the Battle Screen automatically centers on it.

HOW TO MANEUVER A SHIP

Ship Speed: A ship moves fastest when it is sailing with the wind on its stern quarter. This means that when the wind is coming from behind the ship and moving in the same direction, the ship will be able to reach its top speed. A ship headed directly into the wind or with its sails furled will not move or will come to a halt. Wind force, the ship's attitude (facing in relation to the wind), a ship's sail mode (full sails or battle sails) and rigging damage all affect a ship's possible speeds.

Adjusting Ship Speed: The slider on the Sails and Formations Window can be used to increase or decrease speed within the limits of the ship's current angle to the wind, sail mode, damage and weather. Left-click and drag the slider to the right to increase speed and to the left to decrease speed.

Turning A Ship: Select the ship. Left-click and drag the tip of the red arrow on the Helm around the wheel's circumference. There will be a slight delay between establishing a new heading and the ship beginning its turn to that heading. Once the ship begins turning, the gold arrow will move around the circumference of the wheel. When it reaches the red arrow, the turn is complete and the ship has turned to the new heading. Alternately, click and drag the same way on the red pointer on the ship's activation ring to turn the ship.

Note that the larger a ship is, the longer it will take to execute a turn.

Grouping Ships: Ships can be organized into groups by selecting multiple ships, holding CTRL and pressing a number key from 0-9. Groups can later be selected simply by pressing the number key assigned to the group.

Waypoints and Waypoint Mode: Waypoints can be used to establish paths for ships to follow. To activate Waypoint Mode, left-click on the waypoint icon in the bottom left corner of the Mini-Map. To place Waypoints, left-click on the Battle Screen. A blue flag will appear at each position marked as a Waypoint. When you are finished placing Waypoints, right-click. To edit existing Waypoints, locate the Waypoint you want to edit (the flag will become white) and shift+left click on it. To delete a Waypoint, select it (shift+left click), and press del. To delete an entire Waypoint line, press shift+del. To order ships to use Waypoints to move, select a ship or group of ships and unite them in a group and click on any Waypoint flag. To redirect a ship that has been ordered to

AGE of SAIL II GROG

— ORIGINAL —

Admiral Nelson's Rum

Every Captain's First Mate

follow Waypoints, select the ship and order it in another direction.

Changing Sails: It takes a little time for a sail change to happen. Select the ship and choose a sail setting from the Sails and Formations Window

Full Sails Mode: At Full Sails, a ship can attain its maximum speed, but the risk of rigging damage is increased by the amount of sails that are exposed. With certain exceptions, Full Sails are generally not used during combat. They are used to achieve combat position at which time the ship will most likely switch to Battle Sails.

Battle Sails Mode: This setting prevents a ship from reaching its top speed, but it reduces the risk of rigging damage in combat by not exposing all of the ships sails. Fore-and-aft rigged ships (the ones that look like sailboats) have no battle sail setting.

Furled Sails Mode: At this setting, all sails are taken in and no movement occurs. The risk of rigging damage is greatly reduced, but the mobility of the ship is adversely affected.

COMBAT

Artillery: Artillery in the game can be of two types: cannons and shorter-ranged carronades. If a target is within an arc of fire and within range of any of the artillery, artillery can be fired at it. Select the Display menu and then Gun Range. With the gun range turned on, arcs for a ship's broadside and chaser guns are shown whenever a ship is selected. Varying shades in the arcs display ranges of accuracy. At longer ranges, shots are less accurate and will tend to hit much less than shots fired at short range. Select the menu item again to turn off the gun range feature.

Note: The various ammunition types have different firing ranges. Round Shot is the longest range ammunition. Chain Shot is for middle range use. Grape and Double Shot are both short range ammunition. More on ammunition types later.

Firing Artillery: If the player does nothing, the AI will automatically cause ships to fire at the nearest target in effective range, usually loading Round Shot and firing low, then reloading (usually Round Shot) and firing again. If there are targets in different firing arcs, the ship will fire at them simultaneously, although there are limits on the crew's ability to reload both broadsides of the ship.

Select a ship or group of ships. Press the Toggle Auto-Fire Mode button on the Helm and Fire Control Window to activate/deactive auto-firing by the selected ship(s).

Then, move the cursor to a target ship and right-click on it to fire.

If the target is within your ship's gun range and within the range of the ammunition type currently loaded on the firing ship, the order to fire will be executed. If not, the order will be ignored and you must maneuver the ship(s) into firing range and/or load a different type of ammunition.

To fire at a target's rigging, spress the Target Selection button and select rigging as the target (hull is the default target).

To determine how much damage your attack caused, left-click on the target ship and check its condition in the Ship List or Helm and Fire Control Window.

Firing Conditions: A ship can fire its artillery only if it meets certain criteria:

The target must lie within one of its gun arcs and those guns must be loaded and in working order.

The target must be within range of the artillery/ammunition type loaded in those guns.

No other ship or land can lie between the firing ship and its target (i.e., an intervening ship or land blocks the firing).

Reloading: When a ship's cannons fire, the reloading sequence begins automatically unless the entire crew has other assignments. On the Helm, a red progress arc will appear above the gun positions. When the arc is complete, it will turn green indicating that the guns are ready to fire.

In some cases, you may wish to switch the ammunition loaded on a particular gun position. To do so, left-click on the graphic of the gun position until the desired ammunition icon appears.

Ammunition Types: Each ammunition type has its own maximum effective range, and its potential to cause damage drops as the range to the target increases.

Round Shot

Chain Shot

Grape Shot

Double Shot

Round Shot will damage any part of an enemy ship and has the longest range of any type of ammunition. It can be fired high or low very effectively. Chain Shot will primarily damage a target's sails and has a shorter range than Round Shot. It cannot hurt the hull and can usefully be fired only high, at the rigging. Grape Shot will primarily damage the target's crew and will do little or no damage to other parts of a ship. It can be fired high or low, has a very short range and is really most useful when fired low while raking an enemy ship. Double Shot can be fired high or low but has a short range.

Loading Times: Loading times increase with the number of sailors assigned to other tasks and/or killed in action as these sailors are no longer available to load guns.

Side To Load: Normally, a ship will automatically reload the artillery that was just fired. However, a ship carries only enough crewmen to reload its chaser guns and one broadside at a time. If both broadsides need loading, by default the ship reloads the broadside with the nearest enemy. If the player desires personal control, he/she must manually reload these gun positions (see Reloading, above).

Changing The Ammunition Type: Each gun position on the Helm has a graphic representing the current shot type selected, if that gun position is available on the selected ship. To change ammunition type, click on the gun position graphic until the desired shot type appears. If that gun is already loaded, you must either fire the currently loaded shot or manually reload to get the new shot type for that gun.

Musket Fire: When enemy ships are in close proximity to each other, marines will automatically load and fire muskets at the enemy crew. Any target in any direction within 50 yards is automatically engaged with musketry, which is fired about once a minute. Players have no control over musketry. Marines are automatically involved in boarding party melees and their musketry is then considered to be part of the melee, so no independent musketry occurs while a melee is in progress.

BOARDING PARTIES AND MELEES

Boarding parties may be used to move marines and crew between enemy ships which are fouled and/or grappled.

Fouled Ships: Whenever two ships collide, whether accidentally or on purpose, there is a chance that their rigging will become entangled and they will become fouled. Ships that have had all rigging destroyed cannot become fouled to other ships. Fouled ships automatically come to a halt. You can assign crew members to attempt to free a fouled ship from the Crew Management Window. A fouled ship is indicated by an icon in the upper portion of the Helm and Fire Control Window.

Grappled Ships: Whenever two ships collide or are fouled, "grappling" attempts can be made to tie the ships together. Normally, a ship grapples with another to try to capture it. To enable your sailors to attempt grappling, press the Grappling button. With grappling enabled, your sailors will attempt to grapple with any enemy ship after collision or fouling. Any sailors required to grapple or ungrapple will be automatically assigned and returned to their normal duties when finished. Grappled ships automati-

cally come to a halt. A grappled ship is indicated by an icon in the upper portion of the Helm and Fire Control Window.

Forming Boarding Parties: Marines are always and automatically available as a boarding party and will automatically participate in boarding melees (by default). Sailors can also be assigned to boarding party duty to assist the marines or to operate alone, if no marines are present. A player can add to or subtract from the boarding party by accessing the Crew Management screen and changing the amount of crew assigned to boarding parties. Boarding actions are also initiated from the bottom row of the Crew Management screen.

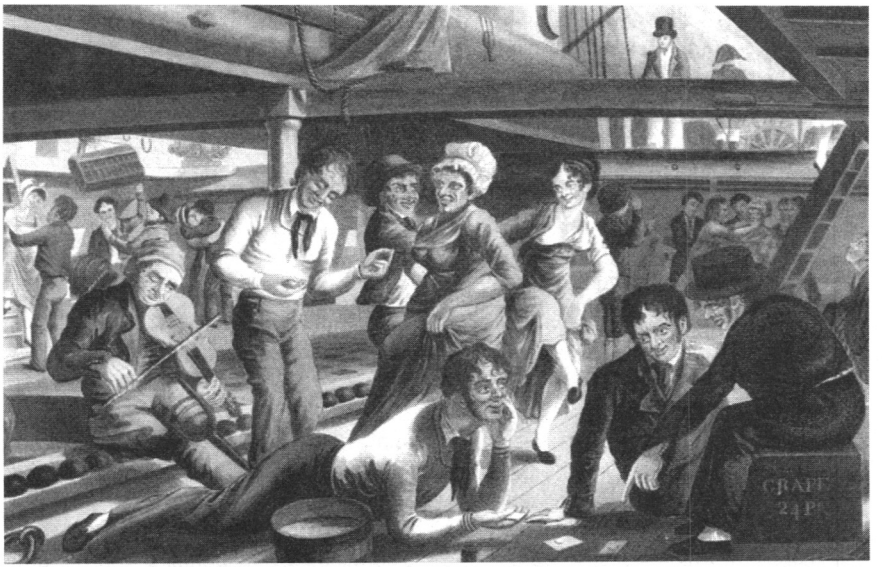
Moving Crew To A Friendly Ship: Transferring crew to another friendly ship is possible. This is often done to put a prize crew on a formerly opposing ship that has surrendered to you and become friendly. The procedure for transferring prize crews to friendly ships is identical to initiating boarding actions.

Melee: Attempting to board enemy ships is possible. Enemies may also attempt to board your ships. In either case, boarding parties will engage in a melee (hand-to-hand combat). No melee will take place unless at least one of the opposing ships has initiated a boarding action. Once it begins, melee combat is updated every 30 seconds and casualties inflicted. Crew losses during melee combat can eventually force a ship to surrender. Higher quality crews will tend to be more effective at melee combat.

Defending A Ship: Marines and any sailors assigned to boarding parties will automatically defend the ship against enemy boarding parties.

Attempting To Board An Enemy Ship: Marines and sailors assigned to boarding parties do not actually board the enemy ship, but they will attack an enemy ship if a boarding action has been initiated.

MORALE: Morale represents a crew's confidence in their leadership, their degree of training and skill at their tasks and an indefinable expectation of success. In short, a crew's warrior skill and spirit. Crews have initial morale ratings based on their quality. Their morale rating will be affected by losing all the masts on the ship, losing substantial amounts of crew (greater than 20%), taking significant hull damage (greater than 50%) and significant damage to guns (greater than 40%). Additionally, crew morale is temporarily reduced by the presence of enemy ships or forts nearby and the ship having run aground. Friendly ships or forts in close proximity increase a crew's morale.



SURRENDER AND CAPTURE: A ship or fort may surrender when it has suffered too much damage and/or casualties. Surrender is denoted by a white flag appearing in place of the nationality flag, both on the ship/fort and in the Ship List. The higher a crew's morale, the less likely it is to surrender.

Certain circumstances require the crew of a ship or fort to pass a morale check or surrender. Crews have the possibility of surrendering when a mast is lost, the last mast is lost, crew have taken substantial losses (greater than 20%), the hull of a ship or walls of a fort have taken over 50% damage, or an enemy artillery barrage scores hits on a ship or fort nearly equal to the original number of guns on the ship or fort.

Morale fails automatically and a crew surrenders automatically when a vessel has taken 100% hull hits or a fort has taken 100% wall hits, if either a fort or ship loses all its crew and marines, if a ship has no boarding party organized or if either a ship or fort has lost all of its artillery (guns and carronades). To be captured, a boarding party, called a prize crew, must be put aboard the enemy ship to secure it and take any remaining enemy crewmen prisoner. Forts cannot be boarded and can never be captured in Age of Sail II.

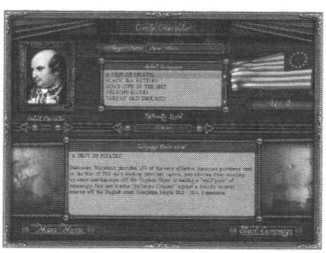
MULTIPLE SELECTION AND SQUADRONS: By left-clicking on the open ocean and dragging a bandbox around multiple ships, a player can select any number of ships at the same time. When more than one ship is selected, the selected ships are considered to be a squadron and can all be given the same orders.

WINNING A SCENARIO: When it is determined that one side has won-based on the amount of damage both sides have inflicted, ships and forts that have surrendered, been sunk or captured, and the scenario's time limit (if any) - the scenario automatically ends and announces the victor. A draw is possible in some scenarios. Captured ships are worth more for victory purposes than ships that surrendered, sank or exploded. Merchant ships have varying values depending on the scenario's design.

THE CAMPAIGN GAME

A Campaign is a series of scenarios connected together and based on a common theme (e.g., the American Revolution). A Campaign is a preset, linear story connecting historical missions together.

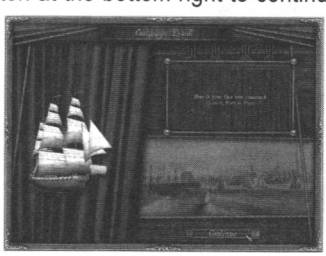
In a Campaign, you begin your career as an officer of low rank commanding a small ship. Campaign engagements simulate encounters with enemy forces of different nationalities, based on historical parameters for the era and nationality you chose for your campaign. As you achieve victories, your prize money and prestige will accumulate, enabling you to rise in rank over a period of time and attain command of larger and more powerful vessels to deal with more formidable opponents. If you perform well enough, you'll eventually command a squadron, and ultimately perhaps an entire fleet!



STARTING A CAMPAIGN

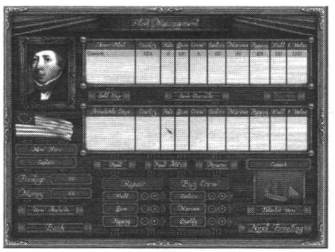
Select Play Campaign from the Main Menu.

You will first be taken to the Character Generation screen. Enter your name in the box next to Player Name at the top middle of the screen. At the top left, choose a portrait to represent your character in the game. Finally, in the middle of the screen, select the Campaign that you wish to play. As you select Campaigns, you will notice that the briefing text changes in the window below to give you an overview of the Campaign selected. When you have selected the Campaign you want and have entered your name and chosen a portrait, hit the Play Campaign button at the bottom right to continue.



Campaign Event Screen

The Campaign Event Screen appears between missions to give you news and details of additions/subtractions from your fleet. Every Campaign starts with the Campaign Event Screen to introduce you to your first command of the Campaign. When you have finished reviewing the information on the Campaign Event Screen, hit Continue.



Fleet Management Screen

The Fleet Management Screen will appear. From this screen, you may view the details of your fleet, buy and sell ships, save your character's progress in the Campaign, view your name, rank, prestige points, money and awards and repair/recrew ships under your command.

Fleet Details

The ships in your fleet are presented in a list that displays the name of the ship, its country of ownership, the rating, guns, crew quality, sailors and marines, rigging and hull integrity and the dollar value of the ship if you chose to sell it. You may rename ships in your fleet by selecting the ship from the list and hitting the Rename button.

Shipyard

At various points in the Campaign, ships may become available for you to purchase. You may also sell ships currently in your fleet. Any ship in your fleet may be repaired or recrewed if you have the money. To repair/recrew a ship, select it from the list and hit the sign next to the part you wish to repair/recrew. If you have spent too much money on a specific item, you can use the key next to the item to cancel the repair and return the item to a previous state.

Earning Money and Prestige

Losing a scenario in a Campaign game means no prestige points and no awards, although the player may still earn some prize money, depending on the circumstances. Winning a scenario is required to get prestige points and awards.

NOTE: In the Campaign game, a "draw" counts as a defeat.

The player will be awarded prize money based on the number of victory points gained in a scenario. Prize money can be used to purchase new ships or repair/recrew ships currently under your command.

Prestige Points: Each scenario has a number of prestige points associated with it that depend on the player's performance in the scenario. Prestige points are a measure of your overall "score" for that Campaign.

AWARDS

Mention In Print: Almost any victory is news but only a victory against odds makes much of a splash. A player's mention in print happens automatically only when winning a scenario where the number of points on the opposing side exceeded those on the player's side. For a British officer, this may mean a mention in the Naval Gazette as in "Your victory drew notice in the Naval Gazette." For an American officer and most other nationalities, newspaper headlines would be more likely, as in, "Your victory was front-page news in all the leading newspapers."

Small Awards - Small Gifts From An Appreciative Nation: If you achieve three victories in a row, you will receive small gifts from nations that benefited by your actions. Small awards may vary from a jeweled snuffbox to a ceremonial dagger.

Medium Awards - More Substantial Gifts From An Appreciative Nation: These larger awards are given when a player wins a third victory, not necessarily in a row, against superior forces. Medium awards range from an epic poem written by an admirer to cold, hard cash.

Large Awards - Top Drawer Stuff: These larger awards are triggered when a player wins his seventh victory, not necessarily in a row. Large awards range from a medal (such as Napoleon's Legion of Honor) to an heroic statue erected in your honor.

Once you have finished gloating over your medals and making changes to your fleet, click the Next Briefing button to move on to the next scenario in the Campaign. This will take you to the briefing screen for the next scenario, which will tell you the story of what has transpired since your last command and your current objectives. Pressing Continue begins the scenario.

PROMOTIONS AND RE-ASSIGNMENT

Depending on your progress in the Campaign, you may receive promotions to new ranks and re-assignments to different ships. If your progress has been good, you will rise through the ranks and command larger, more powerful ships. However, if your performance has been poor, don't expect much sympathy from your superiors. They are not likely to reward you for consistently failing to achieve victory.

Completing a Campaign

The Campaign is complete when the player reaches the final mission in the Campaign or loses three scenarios in a row.

MULTIPLAYER

Multiplayer games can be played modem to modem, by direct cable (serial) connection, and via LAN or Internet using TCP/IP protocol. The Multiplayer module will deter-

mine which options are available to the player. Regardless of the option used, the Multiplayer Screen will always appear the same. The Multiplayer Screen has a box at the top for the player to enter his/her name. For simplicity, directions are given for Internet games with details specific to other connections listed at the end.

CREATING A GAME (SERVER)

To allow players all over the world to play with you via the Internet, check the Internet Registration checkbox.

The server will host the multiplayer game and set all game options. Only the server can select a battle to play, assign/deassign ships to other players, change other options and start the game. Players are able to chat with each other during Multiplayer setup.

Players that are connected to the host are listed in the Users window. All players that are connected belong to side A by default. To change a player's side, the game host should select the player's name from the list and press either the Side A or Side B buttons.

All ships participating in the battle are listed in the Ships windows. Ships belonging to Side A are listed in the left window while ships belonging to Side B are listed on the right. To view detailed information about a ship, select it from the list, then press the Ship Detailed View button. To assign a ship to a player, first select the player, select the ship that you wish to assign to the player and press the Assign button. Note that the player and the ship must belong to the same side, ie: ships belonging to Side B cannot be assigned to players on Side A. To view ships assigned to a player, left-click the player's name and all ships assigned to the player will be listed in the window next to the Player's List. Note: Ships that are not assigned to any player before the battle starts will be controlled by the AI and will fight for their side.

Under Game Options, the host can adjust the game speed,change the level of difficulty for the AI, and toggle the Fog of War option.

Note: It is not possible to change game speed during Multiplayer games once the game has been launched.

Once you are satisfied with all selections and all players are ready to start playing, press the Play Game button.

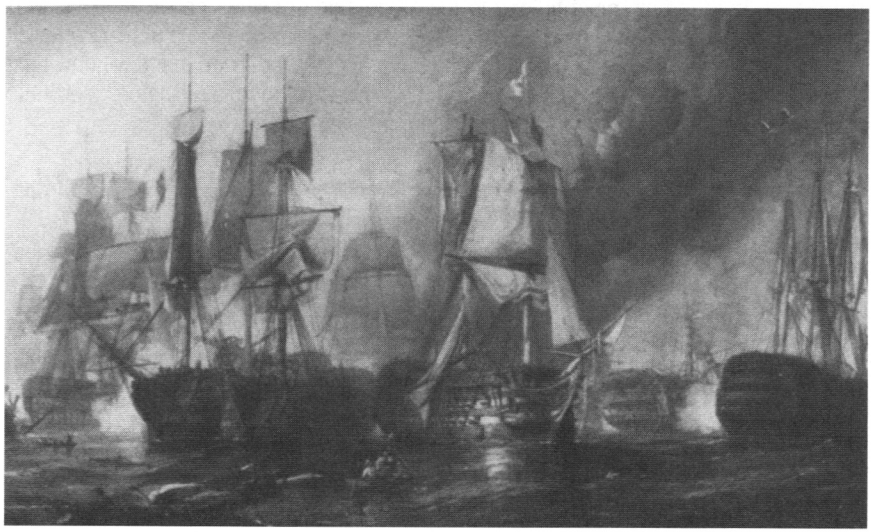
JOINING A GAME (CLIENT)

To retrieve a list of available servers via the Internet, press Find Internet Game. A new window, Available Internet Games, will show a listing of games available to join. You can sort them by clicking the column headings. The list of servers contains the following information; IP address of the host, scenario name (battle that players on this server are going to play), number of players on the server, and ping time to the server. The smaller the ping, the faster the connection from your computer to this server. To refresh the list of servers, press the Refresh button. To join a game, select a server from the list and press the Connect button. Note that games are only listed here if the host selected the Internet Registration checkbox.

Once connected you will view all information related to the scenario, but only the host can change game settings and assign/deassign ships. When you are ready to start the game, press the Ready button on the right side of the screen.

Chatting: The Chat window can be used to chat with other players. Simply click on the message box at the bottom of the Chat window, type a message and press Enter. If you wish to send messages only to players on your side, check the "Send to my side only" box.

Modem/Direct Cable: To play via modem or direct cable, prior to launching Age of Sail II, you must activate Hyper Terminal and connect to another computer. To access Hyper Terminal, from the Start Menu, select Accessories, Communications, Hyper Terminal. Establish a connection with the other computer and start Age of Sail II.



APPENDIX

TERMS & DEFINITIONS

Certain terms and abbreviations used in this manual are defined here for your convenience.

Crew Quality: A rating given to the crew of a ship. A is the highest (best) quality

Fog of War: A game option that prevents each player from seeing certain data regarding his opponent's ships, and hides ships that are beyond a certain distance from all enemy ships.

Foul: To become accidentally entangled with another ship, causing both vessels to lose their freedom of movement.

Grapple: To purposely attach one ship to another by means of grappling hooks, for the purpose of boarding the enemy ship.

Melee: A crew-vs.-crew battle that can occur when opposing ships have fouled or grappled.

Port (Larboard): The left-hand side of a ship as viewed from the back of the ship to the front.

Rake: A close-range attack from directly behind or in front of the target. The ship performing the rake is traveling on a path perpendicular to the other ship. The rake is a particularly punishing attack as it often results in cannon balls rolling down the length of the ship and injuring lots of crew. Additionally, rakes can do massive hull damage as they are aimed at the bow or stern, the weakest areas of the ship.

Range Indicator: An hourglass-shaped display that shows the selected ship's "field of fire" and the maximum range of its currently loaded ammunition.

Rate: A numerical warship classification based on vessel size and gun complement. Generally, the lower the number, the bigger and more heavily armed the ship.

Scenario: Specific battles listed in the Scenario Selection Screen or found in a Campaign game.

Select: To click on an item using the left mouse button.

Starboard: The right-hand side of a ship as viewed from the back of the ship to the front.

Status Bar: The line at the very bottom of the screen display, containing the time elapsed thus far in the scenario, the scenario's time limit (if any), and various messages which appear according to the action being taken by the player.

KEYBOARD COMMANDS

F1 - help screen
F6 - quick save
F7 - quick load
F8 - save screenshot as a .tga file.
ESC - in-game menu
G - toggle gun range on/off
I - Battle Status Briefing
O - Selected Ship Details
CTRL+1..0 - save a group
1..0 - select saved group
SHIFT+1..0 - select saved group and center camera on group
SHIFT+Left-click - add/remove ship from group
Right-click - fire at enemy ship's hull
SHIFT+Right-Click - fire at enemy ship's rigging
']' - select next ship
'[' - select previous ship
'V' - select all ships on the map
'B' - select enemy ships
'N' - select player's ships
+ and - on numeric keypad - change scale of Mini-Map.

CAMERA CONTROLS

arrow keys - move camera, hold shift to move camera faster
ctrl/ right mouse button + mouse left/right - rotates the camera around base of screen
ctrl/right mouse button + mouse up/down - zoom in/out
alt + mouse left/right - rotates the camera around center of the screen
alt + mouse up/down (or mouse wheel) - change camera angle
PageUp - raise camera
PageDown - lower camera
End - extreme zoom-in
Home - extreme zoom-out
Ctrl+F9 to F12 - save camera position
F9 to F12 - recall previously saved camera position
F2 to F5 - preset camera height positions
C - center camera on selected ship

CUSTOMIZING THE BATTLE SCREEN INTERFACE

The right mouse button can be used over an interface window to drag it to another location.
Double-click the upper right corner of a window to minimize it.
Left-click the bottom of the Ship List and move the mouse to change its size.

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TROUBLESHOOTING

The performance of Age of Sail II on your system will depend on how "fast" your video card is, how "fast" your system is, and how much total system memory is available. Be sure to update drivers for your system hardware to ensure optimal performance.

Symptom: The program hangs up, crashes, or stops while loading.
Remedy 1: Make sure that you have enough free hard drive space to create a Virtual Memory buffer in Windows. We recommend that you have at least 300 MB free on your hard drive for Virtual Memory operations and that you allow Windows to manage your Virtual Memory settings. To check your Virtual Memory settings, select Start, Settings, Control Panel, System, Performance, Virtual Memory.

Remedy 2: Obtain the latest available drivers for all your system hardware (sound card, video card, CD-ROM drive).

Remedy 3: Make sure that you do not have other programs running that interfere with the operation of Age of Sail II. Examples of such programs include virus scanners and crash guard programs. Pressing CTRL-ALT-DEL will pull up the Close Program Dialog Box. The only two programs required for your computer to function are Explorer and systray. All others can safely be disabled by selecting them and pressing the End Task button.

Remedy 4: Reduce the graphics settings in the game options menu to low resolution textures. Some graphics cards cannot support the high detail textures in the game.

Symptom: The sound effects don't work.
Remedy 5: Your Sound Card must be DirectX compatible. Visit the manufacturer's web site for updated drivers that support DirectX.

Symptom: When playing via modem, the game periodically loses connection.
Remedy: If you have Call Waiting enabled for your phone, insert *70,, at the beginning of the phone number being dialed by your modem to disable Call Waiting. Otherwise, an incoming call will break your modem connection. Other possibilities are programs running in the background on your computer, such as virus scanners, some chat programs, etc.

Symptom: The computer locks up or crashes while larger scenarios are loading.
Remedy: There are a lot of textures being loaded by your computer for the larger scenarios. Your hardware may not be able to handle the massive amounts of data being processed to create these textures. The Game Options Menu will allow you to change the level of detail used by the game. Adjusting these settings to lower detail levels will improve the performance of the game for systems that cannot properly handle the maximum settings.

Symptom: Spouse is threatening divorce due to late night sessions with Talonsoft games.
Remedy1: Tell him/her "Isn't it better than hanging out at bars?"

Remedy2: Save your game. Pretend to go to bed, and wait until spouse is asleep. Reload saved game and continue.

Remedy 3: Tell him/her "I will miss you", turn your ship into the wind and loose a broadside!

Symptom: Gameplay is very "choppy" or "lagged" during multiplayer games over the internet.
Remedy 1: Internet multiplayer games will automatically decrease performance to compensate for bad connections and slow processors and will only go as fast as the slowest player's connection. Try to play multiplayer games with others who have machines and internet connections of similar speed to yours.

Remedy 2: Reducing the level of graphic detail will decrease the load on your processor and video card and may increase the performance of your computer during internet multiplayer games.

Remedy 3: Play scenarios with fewer ships if your hardware cannot handle the larger scenarios.

Technical Support

If you have a technical problem concerning the operation of our software, please contact our technical support staff. When you call or write, be at your computer if possible and have the following information ready: computer type, available hard drive space, total RAM, type of video card, and a list of options you chose when you installed the game.

TECHNICAL SUPPORT: 1-410-933-9191, M-F 9-5pm, EST
TalonSoft, P.O. Box 43730, White Marsh, MD 21236

If you would like to contact us on-line, you will find us at:

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Note: This information is for technical support only and representatives cannot provide game hints or suggestions.

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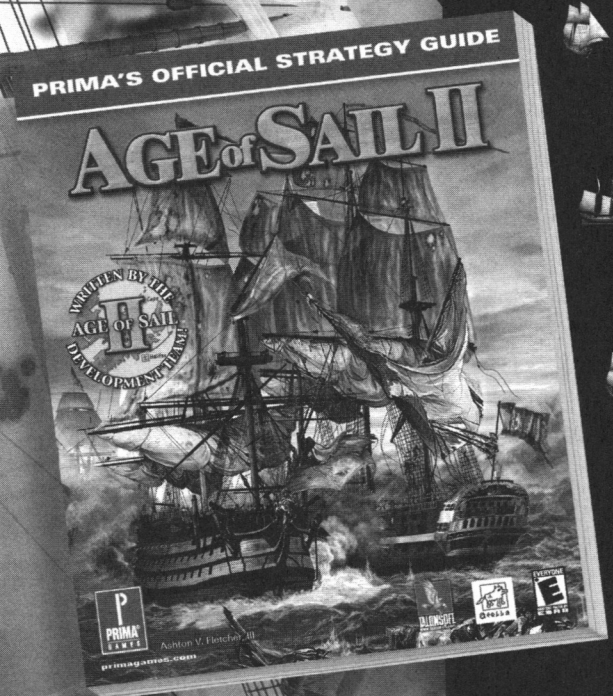
AGE of SAIL II™

Prima's Official Strategy Guide



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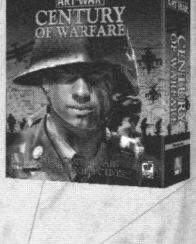

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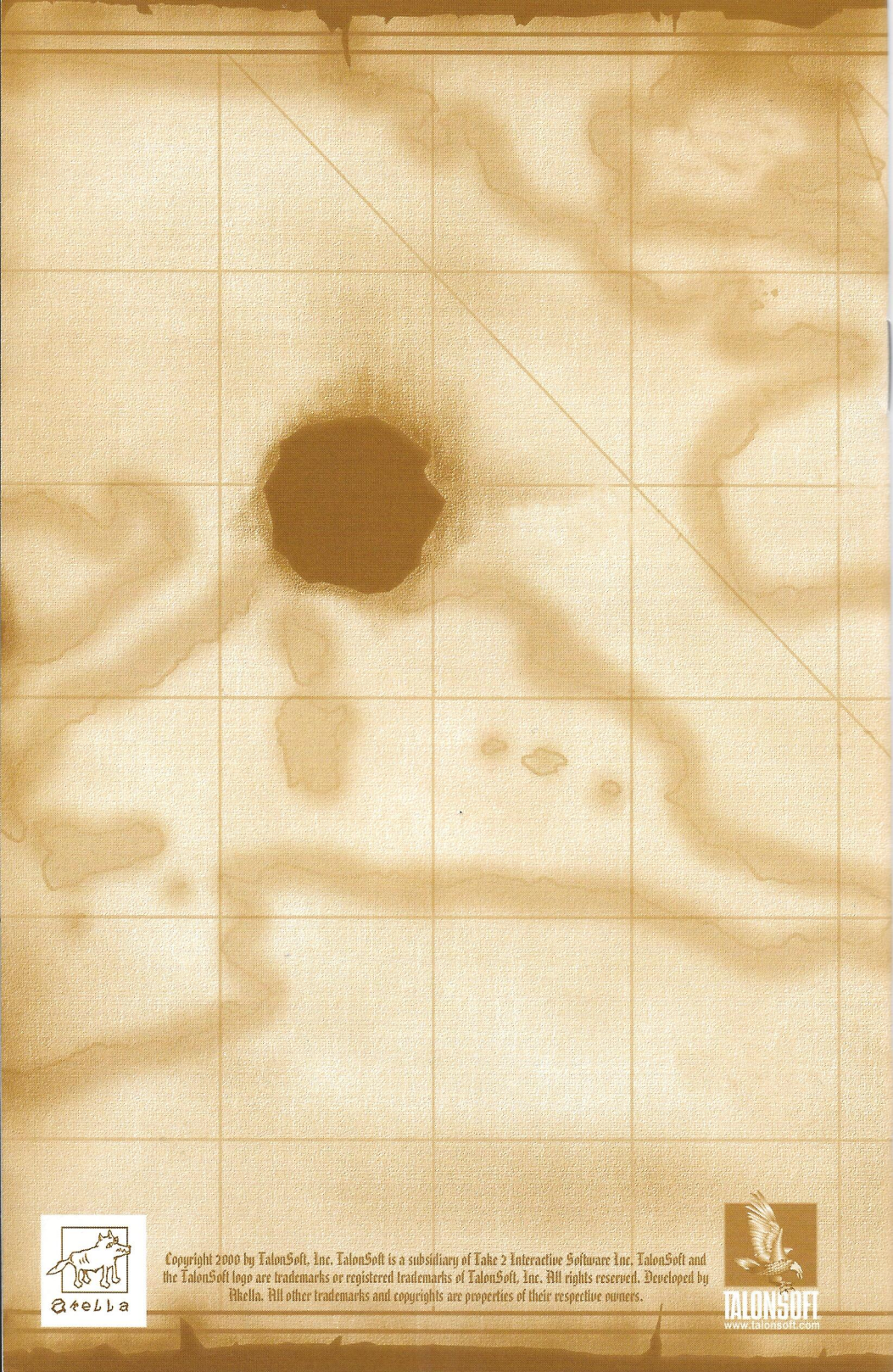

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